BANDAI A62638

使用說明書
Instruction Sheet

DIGIMON MINI

©Akiyoshi Hongo, Toei Animation

使用說明書的插圖與商品之間可能存在差異，敬請理解。
There may be differences between the illustration of the manual and the products.

BANDAI 2012

1 主體說明 Introduction of the Mainbody

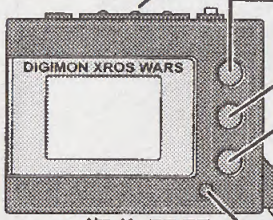
正面 Front

連接器部位
Connector Part

A 按鈕（選擇）
Button A (Select)

B 按鈕（確定）
Button B (Confirm)

C 按鈕（取消）
Button C (Cancel)



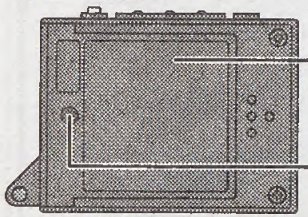
復位開關
Reset switch

背面 Back

鑰匙鏈
Key chain

連同鏈條一起，上下捏住部件，稍一用力即可拆下。
Squeeze the component from the top and bottom together with the chain. The chain can be removed by squeezing slightly.

將鏈條的一端嵌入槽中，左右一拉即可接上。
Insert one end of the chain into the slot and they can be connected by pulling the chain from the right and left ends.



電池蓋
Battery cover

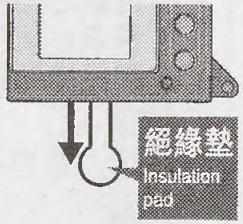
解除按鈕
Disassembly button

請勿將主體放入水中或者弄濕主體，否則可能導致故障。同時請避免在潮濕的場所使用、保管。
Please do not put the mainbody into water or make it wet, otherwise it may lead to breakdown. Meanwhile, please avoid using or keeping it in a moist place.

數碼暴龍迷你機體積較小，請注意洗衣服時不要留在口袋內！
The Digimon Mini is small in size. Please pay attention not to leave it inside the pocket when doing the laundry!

2 遊戲前的準備 Preparation before the game

①拆下主體底面的絕緣墊。
① Detach the insulator pad on the bottom of the mainbody.



②復位操作
② Reset operation

請使用細棒等按下主體表面的復位開關。
Please press the reset switch on the surface of the mainbody with things like a thin rod.

※請勿使用尖棒用力按壓復位開關。否則可能導致損壞。
※Please do not press the reset switch forcefully with a pointed rod. Otherwise damages may be caused.

③在發出“嗶”的聲音並顯示 BANDAI 標記之後，按下 B 按鈕，進入時鐘設置。
③ After the "Beep" sound is heard and the BANDAI sign is displayed, press Button B and turn to clock setting.

④時鐘設置
④ Clock setting

按照“AM（上午）/PM（下午）”“小時”“分鐘”的順序使用 A 按鈕選擇，使用 B 按鈕確定，設置當前時間。如想更改已確定的項目時，則每按一下 C 按鈕，可以向前返回一步。
Set the current time by pressing Button A for selection and Button B for confirmation in sequence of "AM/PM", "Hour" and "Minute". If you want to modify the confirmed item, press Button C and you can return to the previous step.

⑤完成時鐘設置後，轉到常規畫面，骷髏騎士登場。
⑤ After the clock setting, it will turn to the normal screen and the Skull Knight will come on stage.

3 時鐘操作 Clock Operation

在常規畫面中，長按 C 按鈕 1 秒以上，進入時鐘畫面。
In the normal screen, it will turn to the clock screen if pressing Button C for more than one second.

再次按下 C 按鈕，返回常規畫面。
Press Button C once again to return to the normal screen.

時鐘調整 Clock Adjustment

在時鐘畫面下，同時按下 A 按鈕與 B 按鈕，進入時鐘設置畫面。
In the clock screen, it will turn to the clock setting screen if pressing Button A and Button B simultaneously.

然後重新設置時間（2 遊戲前的準備）
Then reset the time (2 Preparation before the game)

4 聲音的 ON/OFF ON/OFF of Sound

在常規畫面下，同時按下 A 按鈕與 C 按鈕，進入聲音設置畫面。使用 A 按鈕選擇“ON”“OFF”，使用 B 按鈕確定。
In the normal screen, it will turn to the sound setting screen if pressing Button A and Button C simultaneously. Press Button A to select "ON" or "OFF", and press Button B to confirm.

請注意當聲音為“OFF”時，呼叫聲也會消失。
Please pay attention that when the sound is "OFF", the ring tone will disappear.

5 數碼暴龍的育成方法 The cultivation methods for Digimon

在常規畫面中按下 A 按鈕，即可照顧數碼暴龍！
Press Button A in the normal screen to take care of Digimon!

食物指令 Food Instructions

使用 A 按鈕選擇“餌食（Diginowa）”或者“蛋白質”，使用 B 按鈕確定給予食物。
Press Button A to select "Bait (Digi NOWA)" or "Protein" and press Button B to confirm feeding.

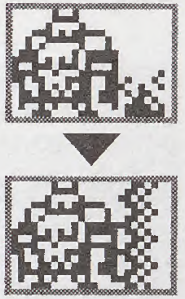
※有大便、生病、受傷、睡覺時，不能給予餌食、蛋白質。
※Baits and protein cannot be fed when defecating, sick, injured and sleeping.

※請注意如果給予過多蛋白質也會導致受傷！
※Please pay attention that it will also cause damages if feeding too much protein!

上廁所指令（有大便時） Toilet Instruction (when defecating)

如果數碼暴龍大便，則按下 A 按鈕進行清理！
If Digimon defecates, press Button A to clean!

※沒有大便、睡覺時無法清理大便。
※You cannot clean up when there is no excrement or during sleeping.



治療指令（生病、受傷時）
Treatment Instruction (when sick or injured)

當數碼暴龍生病或受傷時，可以按下 A 按鈕選擇“治療疾病”或者“療傷”，使用 B 按鈕確定進行治療！
When Digimon is sick or injured, press Button A to select "Treat a disease" or "Healing" and press Button B to confirm treatment!

※處於生病、受傷狀態時無法進行戰鬥、訓練，因此請儘快進行治療。
※The Digimon are unable to fight or to be trained when it is sick or injured, therefore please proceed treatment as soon as possible.

※有大便、睡覺時不能進行治療。
※Digimon cannot be treated when there is excrement or during sleeping.

電燈指令（數碼暴龍睡覺時）
Electric Light Instruction (when Digimon is asleep)

當數碼暴龍睡覺時，使用 A 按鈕通過選擇畫面選擇“OFF”，使用 B 按鈕確定，即可關燈。
When Digimon is asleep, press Button A to select "OFF" in the selection screen and press Button B for light-off confirmation.

※關燈狀態下，無法進行電燈和聲音的 ON/OFF 設置、時鐘操作、戰績以外的操作。
※When the light is on, it cannot perform other operations than the ON/OFF settings for the electric light and sound, clocking operation and battle results.

※請注意如果進行戰鬥、訓練，則數碼暴龍會蘇醒！
※Please pay attention that Digimon will wake up if fighting or being trained!

6 戰鬥、訓練
Fighting, Training

請注意在饑餓時，將無法進行戰鬥與訓練！
Please pay attention that Digimon cannot fight or be trained when hungry!

X 戰鬥
X Battle

①在常規畫面中按下 B 按鈕，通過選擇畫面選擇“X BATT”。
① Press Button B in the normal screen and select "X BATT" in the selection screen.

②敵方數碼暴龍登場，顯示計數畫面後，連續按下 B 按鈕。
②The Digimon of the enemy will come on stage. Press Button B continuously after displaying the counting screen.

③結束連續按按鈕後，戰鬥開始！足以戰勝對手嗎…！？
③ Battle will begin after pressing the button continuously! Is it enough to defeat the opponent…!?

Digi-Fusion 選擇
Digi-Fusion Selection

在與對手的戰鬥中獲勝時，會出現 Digi-Fusion 選擇畫面！
The Digi-Fusion selection screen will appear when defeating the opponent in the battle!

如想進行 Digi-Fusion…則在選擇畫面中選擇“Xros”！
If you want to perform Digi-Fusion … select "Xros" in the selection screen!

如不想進行 Digi-Fusion…則在選擇畫面中選擇“維持現狀”！
If you want to perform Digi-Fusion … select "Maintain the status quo" in the selection screen!

進行 Digi-Fusion 後可能反而變弱…請仔細考慮後決定！
中選擇“維持現狀”！
Digimon will become weak instead after Digi-Fusion … Please decide after carefully consideration!

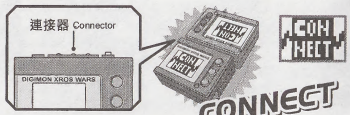
C 戰鬥
C Battle

將 2 台數碼暴龍迷你機（對應高吼獸紅、暴龍獸藍、暗黑騎士獸黑）連機，即可進行戰鬥！
Fighting can be conducted by connecting two Digimon Mini (in correspondence with Shoutmon Red, Greymon Blue and Dark Knightmon Black) !

①在常規畫面中按下 B 按鈕，通過選擇畫面選擇“C BATT”。
① Press Button B in the normal screen and select "C BATT" in the selection screen.

②顯示計數畫面後，連續按下 B 按鈕。
② Press Button B continuously after displaying the counting screen.

③顯示輸入數後，當畫面顯示“CONNECT”時，切實將 2 台數碼暴龍迷你機的連接器連接起來，並按下其中一台的 B 按鈕！
③ After displaying the input number, connect two connectors of the Digimon Mini firmly when displaying "CONNECT" in the screen, and press Button B in one Digimon Mini!



④當畫面顯示“OK！”時，則戰鬥開始！
④ Battle will begin when "OK" is displayed in the screen!

※如果沒有顯示“OK！”，請再次按下 B 按鈕。如顯示“ERROR”，請從第①步開始重新操作。
※If "OK!" is not displayed in the screen, please press Button B once again. If "ERROR" is shown, please re-operate from Step ①.

※當顯示“OK！”時，即使拆開不再連接主體也沒有關係。
※When "OK!" is displayed, it is all right even if detaching it off from the mainbody.

※在 C 戰鬥時，不能進行數碼暴龍 Xros。
※Digimon Xros cannot be conducted during C Battle.

訓練 Training

在常規畫面中，長按 B 按鈕 1 秒以上，則訓練開始。顯示計數畫面後，連續按下 B 按鈕。
In the normal screen, training can be started if pressing Button B for more than one second. Press Button B continuously after displaying the counting screen.

戰績
Battle Results

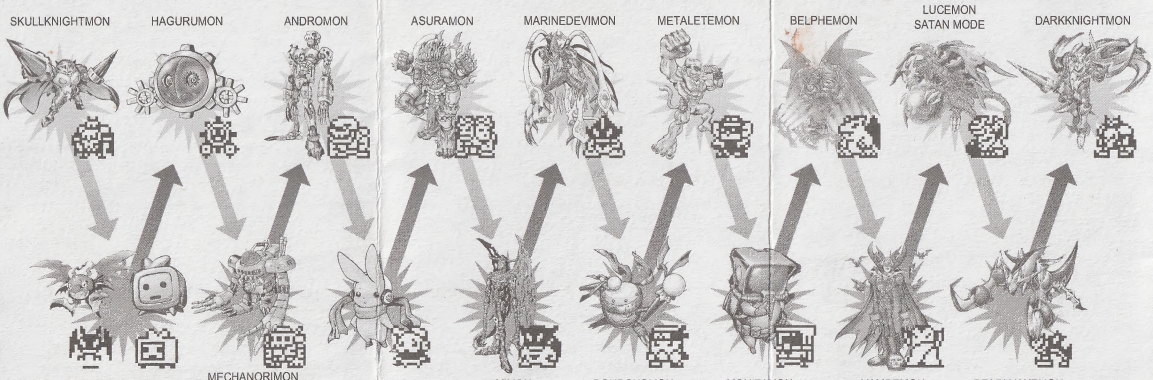
在常規畫面中按下 C 按鈕，則可以檢查 X 戰鬥的戰績！使用 A（B）按鈕進行顯示切換。
In the normal screen, press Button C and you can check the battle results of X Battle! Press Button A(B) for switching display.

勝利 / 對戰次數
No. of Victories/Battles

勝率
Win Rate

現在的連勝次數
No. of Current Winning Streak

7 數碼暴龍資料 Digimon Data



8 電池更換方法 How to replace the batteries

應由監護人負責更換電池。如出現畫面顯示變得難以看清，或者顯示電池標記時，請換成新電池。

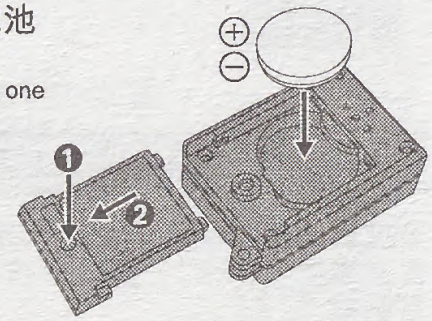
Guardians should be responsible to replace the batteries. Please replace the batteries with new ones when the screen becomes unclear or the battery sign appears.

①用細棒等按住主體底面的電池蓋解除按鈕並沿箭頭方向滑動，拆下電池蓋。

① Use things like a thin rod to press the disassembly button of battery cover on the bottom of the mainbody and slide the cover in the direction indicated by the arrow to detach the cover.

②取出電池，安裝一節新的電池（CR2032），請勿弄錯 +- 極。

②Take out the batteries and install a new one (CR2032). Please do not mis-place the anode and cathode.



③合上電池蓋，進行復位操作（2 遊戲前的準備）。

③ Lid the battery cover for resetting operation (2 Preparation before the game).

請注意在更換電池、進行復位操作時，所有資料都會消失！

Please pay attention that all data will disappear when replacing the batteries or conducting reset operation!

9 這時應該怎麼辦？ What to do then?

畫面沒有顯示、難以看清時… When there is nothing in the screen or unclear…

即使沒有顯示電池標記，但如果畫面沒有顯示或者難以看清時，建議更換新電池！（8 電池更換方法）

Even though the battery sign is not displayed, it is suggested to replace the old batteries with new ones when there is nothing in the screen or unclear! (8 How to replace the batteries)

畫面與運轉有異常時… When the screen and operation is abnormal…

在畫面的顯示紊亂，聲音與運轉有異常時，請進行復位操作！（2 遊戲前的準備）

Please conduct reset operation when the image of the screen is disorganized or sound and operation are abnormal! (2 Preparation before the game)

沒有聲音時… When there is no sound...

確認聲音的設置是否為“ON”！（4 聲音的 ON/OFF）

Please confirm whether sound is set "ON"! (4 ON/OFF of sound)

無法連機（C 戰鬥）… Connection Failure (C Battle)…

確認步驟是否正確！（C 戰鬥）

Please confirm whether the procedures are correct! (C Battle)

請注意無法與高吼獸紅、暴龍獸藍、暗黑騎士獸黑以外的機器進行連機！

Please pay attention that it cannot connect to equipments other than Shoutmon Red, Greymon Blue and Dark Knightmon Black!

適合 7 歲或以上
Ages 7 & up

Colors , style and decorations may vary.

NOT INTENDED FOR SALES OR DISTRIBUTION IN THE USA, CANADA OR EUROPE.

⚠ WARNING:
CHOKING HAZARD-Small parts. Not for children under 3 years.

警告：窒息危險- 細小部份不適合3歲或以下之兒童。

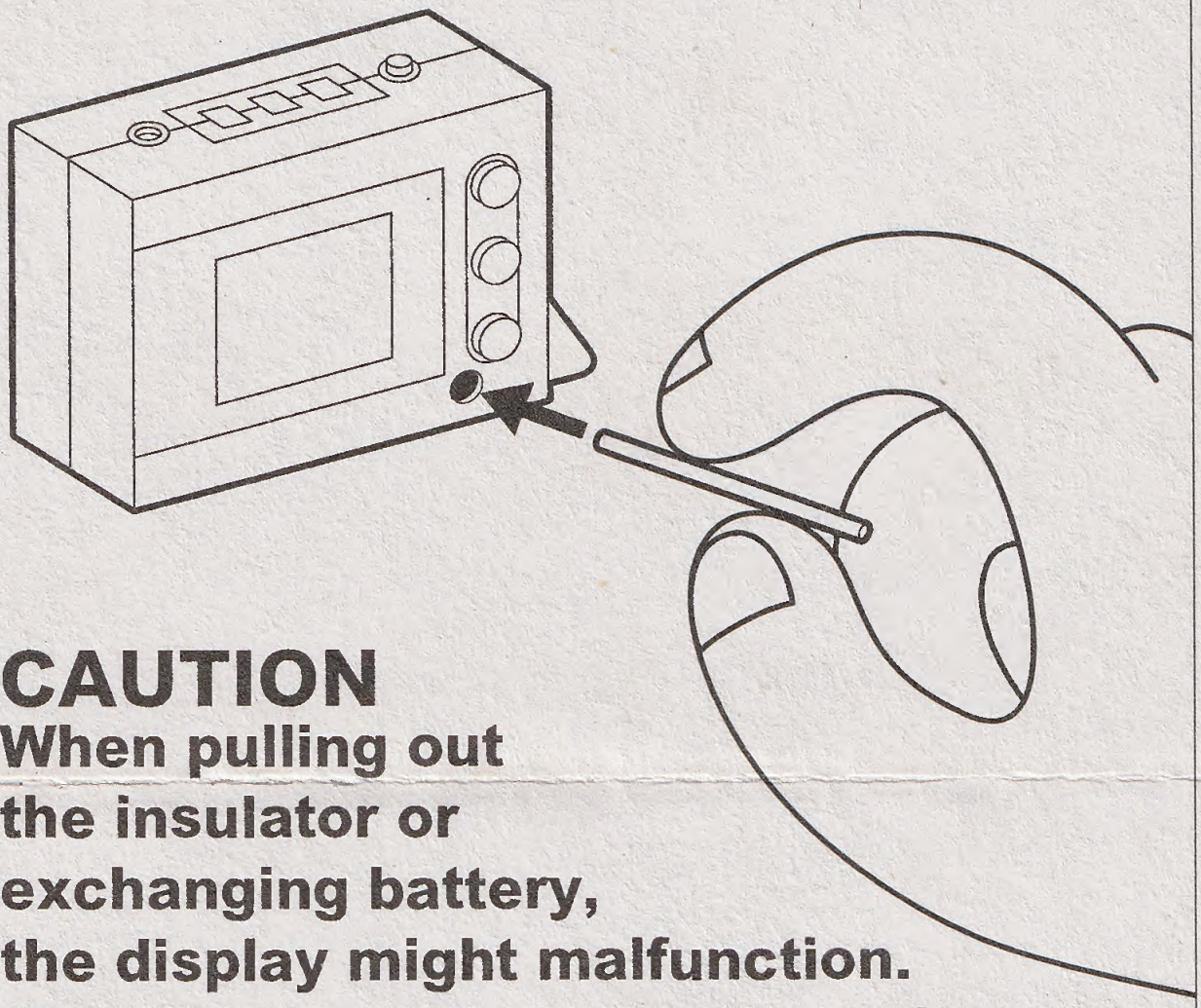
Check us out at www.bandai-asia.com

Manufactured by
BANDAI
BANDAI (H.K.) CO., LTD.
28/F, MG Tower, 133 Hoi Bun Road, Kwun Tong, Kowloon, Hong Kong.

⚠ 注 意！CAUTION！

- 持有產品者請細心閱讀本說明書。
- 勿讓未足齡的小孩玩此產品。
- 本產品含有電池蓋及螺絲等較細小零件，小心勿讓兒童誤放入口，以免引致窒息的可能。
- 電池、電池蓋及螺絲有被誤吞的可能，勿將本產品給予3歲以下幼兒。
- 更換電池時，請找成年人幫忙。
- 誤吞電池異常危險。請小心存放電池在幼兒拿不到的地方。
- 切勿將新舊電池混合使用。切勿將不同種類的電池混合使用。
- 切勿進行短路處理,也不要對其電池充電、分解、加熱或棄於火中。
- 切勿使用充電式（鎳鎘等）電池。
- 請勿把非充電式電池充電。
- 請把耗盡的電池從玩具中移除。
- 電池應以正確的極性放入。
- 電源端子不得短路。
- 萬一誤吞電池或者電池洩漏的液體濺入眼內時，請立即向醫生諮詢。洩漏的液體沾到皮膚或衣服時請用水清洗。
- 本商品的電子部件中部分使用有磁石，使用心臟起搏器的人士敬請注意。
- 請勿長時間注視LED光的閃爍，否則可能感到不舒服。
- 本產品可能與包裝上圖片及插圖所示有少許偏差。
- 請勿將商品胡亂揮動或拍擊。
- 適合7歲或以上。
- 需要使用 1 X CR2032 電池。(1 X3V)（內附）

- Please read the instruction sheet before playing with toy
- Do not give this item to a children who is under the recommended age.
- This product contains small parts such as battery cover and screws that may cause suffocation if swallowed by children.
- Batteries, battery cover & screws may be swallowed by children. Do not pass this product to children below 3 years old.
- While replacing the batteries, please ask a guardian for help.
- Swallowing batteries is extremely dangerous. Please keep batteries away from children.
- Do not mix old and new batteries. Do not mix different kinds of batteries.
- Do not short-circuit the battery. Do not recharge, decompose, heat, or dispose of batteries in fire.
- Do not use any rechargeable batteries(Ni-Cd, etc).
- Non-rechargeable batteries are not to be recharged.
- Exhausted batteries are to be removed from the toy.
- Batteries are to be inserted with the correct polarity.
- Supply termals are not to be short-circuited.
- If the battery is mis-swallowed or the liquid leaked out from it spatters into eyes, please consult a doctor immediately. Wash away the liquid on the skin or clothes with clean water.
- People using cardiac pacemakers must pay special attentions to the magnets contained in the electronic parts of this product.
- Do not gaze at the blinking LED light for a long time, or othereise malaise may occur.
- Contents may vary from photos and illustrations shown on the packages.
- Avoid rough use such as knocking the product or swinging it around.
- Ages 7 & up.
- Requires 1 X CR2032 batteries. (1 X 3V) (INCLUDED)



CAUTION

When pulling out the insulator or exchanging battery, the display might malfunction. Please press reset switch as above.

注意

如拉出絕緣墊或更換電池時，螢幕有可能沒畫面。請使用細棒等按下主體表面的復位開關。